AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A game apparatus which is able to play a plurality of games and share backup data of the plurality of games with each other, comprising:

a game program data storage memory for storing at least a first game program and a second game program;

a writable and readable backup data storage memory having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller for instructing a start of a game by selecting any one of said first game program and said second game program and for controlling progress of the selected game;

a first condition detector for determining whether or not a predetermined condition is accomplished in the progress of the game selected and instructed to be started by said game operation controller; and

a memory write controller for writing information, when it is determined that the predetermined condition is accomplished, relating to the predetermined condition to both of a backup data storing area associated with a first game and to a backup data storing area of at least one other game that is not selected by said game operation controller.

2. (Previously Presented) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished, and

said memory write controller writes the condition accomplishment information to both

said backup data storing area of one game and said backup data storing area of another game.

3. (Previously Presented) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished and

change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

said memory write controller writes the condition accomplishment information to said

backup data storing area of one game and writes the change generation information to said

backup data storing area of another game.

4. (Previously Presented) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition

accomplishment information indicating that the predetermined condition is accomplished and

change generation information for generating changes in the progress of the game in response to

accomplishment of the predetermined condition, and

said memory write controller writes the condition accomplishment information to said

backup data storing area of one game and writes the change generation information to both of the

backup data storing area of one game and said backup data storing area of another game.

5. (Currently Amended) A game apparatus according to claim 1, wherein

the information relating to the predetermined condition includes condition accomplishment information indicating that the predetermined condition is accomplished and change generation information for generating changes in the progress of the game in response to accomplishment of the predetermined condition, and

said memory write controller further comprising a second condition detector for determining whether or not the predetermined condition is also accomplished in another game when the predetermined condition is accomplished by said first condition detector wherein said memory write[[,]] controller writes the condition accomplishment information to said backup data area of one game when it is determined that the predetermined condition is accomplished by said first condition detector and writes the change generation information to said backup data storing area of another game when it is also determined that the predetermined condition is accomplished by said second condition detector in said another game.

6. (Previously Presented) A game apparatus according to claim 5, wherein

said memory write controller writes the change generation information to said backup data storing area of another game and also to said backup data storing area of one game when it is determined that the predetermined condition is also accomplished by said second condition detector in said another game.

7. (Previously Presented) A game apparatus according to claim 1, wherein

said writable and readable backup data storage memory further comprises a shared backup data storing area for storing backup data relating to both said first game program and said second game program, and

1215177

said memory write controller further writes to said shared backup data storing area shared information utilized in common to both said first game program and said second game program.

8. (Previously Presented) In a game apparatus that enables an operator to play a plurality of games, a method for sharing backup data of each of said plurality of games with each other, said game apparatus including a processor and a data storage memory having a plurality of storing areas for respectively storing backup data for each of said plurality of games, comprising steps performed by the processor of said game apparatus of:

determining whether or not a predetermined condition is accomplished during gameplay of any one of said plurality of games in which gameplay has been started; and

writing, when it is determined that the predetermined condition is accomplished, information relating to the predetermined condition to both a backup data storing area of said game which has been started and to a backup data storing area of at least one other game that has not been started.

9. (Previously Presented) A backup writing control method in a game apparatus that enables an operator to play a plurality of games, said apparatus having a capacity to share backup data of each of said plurality of games with each other and includes a data storage memory having a plurality of storing areas for respectively storing backup data of each of said plurality of games, said backup writing control method comprising:

(a) determining whether or not a predetermined condition is accomplished during gameplay progress of any one of said plurality of games in which gameplay has been started; and

(b) writing, upon determining that the predetermined condition is accomplished,

1215177

information relating to the predetermined condition to both said backup data storing area of a game in which a predetermined condition is accomplished and to said backup data storing area of at least one other game in which gameplay has not yet been started.

10. (Previously Presented) A game apparatus which is able to play a plurality of games and share backup data of each of the plurality of games with each other, comprising:

a game program storage for storing at least a first game program and a second game program;

a read/write data storage memory having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program;

a game operation controller for instructing a start of a game by selecting any one of said first game program and said second game program and for the progressing gameplay of a selected game;

a first condition detector determining whether or not a predetermined condition is accomplished during gameplay progress of a first game selected and instructed to be started by said operation controller;

a first writing controller for writing, upon determining that the predetermined condition is accomplished by said first condition detector, condition accomplishment information indicating that the predetermined condition is accomplished to said backup data storing area of one game;

a second condition detector for determining whether or not the predetermined condition is also accomplished in at least one other game that was not selected by said operation controller once it is determined that the predetermined condition is accomplished by said first condition

detector; and

a second writing controller for writing change generation information for generating changes during gameplay progress of the game to the backup data storing area of one game when it is also determined that the predetermined condition is accomplished in said another game by said second condition detector.

11. (Previously Presented) A game apparatus which enables an operator to play a plurality of games and which shares backup data of each of the plurality of games with each other, comprising:

a game program data storage memory for storing at least a first game program and a second game program;

a readable and writable backup data storage memory having a first backup data storing area for storing backup data relating to said first game program, a second backup data storing area for storing data relating to said second game program and a shared backup data storing area for storing backup data relating to both said first game program and said second game program; and

a memory writing controller for writing to said shared backup data storing area shared information utilized in common to both said first game program and said second game program.

12. (Previously Presented) A game apparatus according to claim 11, further comprising:

a game operation controller for instructing a start of gameplay by selecting any one of said first game program and said second game program and for controlling progress of a selected game; and

a condition detector for determining whether or not a predetermined condition is accomplished during gameplay progress of a selected game instructed to be started by said operation controller; wherein said writing controller writes information relating to the predetermined condition to said shared backup data storing area as the shared information upon determining that the predetermined condition is accomplished by said condition detector.

13. (Previously Presented) In a game apparatus that enables an operator to play a plurality of games and which shares backup data of each of said plurality of games with each other and which comprises a computer-readable storage medium for storing game information, and a game operation controller and a game program processor, wherein

said data storage medium includes at least a first game program and a second game program and wherein said game apparatus further includes

a backup data storage medium having a first backup data storing area for storing backup data relating to said first game program and a second backup data storing area for storing data relating to said second game program,

a computer program product, embodied on said computer-readable storage medium, comprising:

program instruction means for determining whether or not a predetermined condition is accomplished during gameplay progress of any one of said first game program and said second game program instructed to be started by said operation controller; and

program instruction means for writing, upon determining that the predetermined condition is accomplished, information relating to the predetermined condition to both said backup data storing area of at least one game in which a predetermined condition is accomplished and to said

backup data storing area of another game in which gameplay has not been started by said game operation controller.

14. (Previously Presented) A game apparatus which enables an operator to play a plurality of games and which shares backup data of each of said plurality of games with each other and which includes a game operation controller and a game program processor said game apparatus comprising:

a game program storage medium for storing at least a first game program and a second game program;

a readable and writable backup data storage medium having a first backup data storing area for storing backup data relating to said first game program, a second backup data storing area for storing data relating to said second game program, and a shared backup data storing area for storing backup data relating to both of said first game program and said second game program; and

a writing control mechanism for writing to said shared backup data storing area information utilized in common by both said first game program and said second game program.